

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[[@]
@~TObject	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	
GetIconName	operator new@[[@]	

TSelector	
kContinue	fOption
kAbortProcess	fObject
kAbortFile	fInput
fgIsA	fOutput
fStatus	
fAbort	
Streamer	SetObject
TSelector	SetInputList
operator=	SetStatus
TSelector	GetInputList
@~TSelector	GetOutputList
Version	SlaveTerminate
Init	Terminate
Begin	Abort
SlaveBegin	GetAbort
Notify	ResetAbort
GetOption	GetSelector
GetStatus	IsStandardDraw
GetEntry	Class
ProcessCut	Class_Name
ProcessFill	IsA
Process	
SetOption	

TSelectorCint	
fgIsA	fFuncOption
fClass	fFuncObj
fFuncVersion	fFuncInp
fFuncInit	fFuncOut
fFuncBegin	fFuncAbort
fFuncSIBegin	fFuncGetAbort
fFuncNotif	fFuncResetAbort
fFuncSITerm	fFuncGetStat
fFuncTerm	fIntSelector
fFuncCut	fIsOwner
fFuncFill	
fFuncProc	
Streamer	GetOutputList
SetFuncProto	SlaveTerminate
TSelectorCint	Terminate
@~TSelectorCint	Abort
Build	GetAbort
Version	ResetAbort
Init	GetStatus
Begin	GetInterpretedClass
SlaveBegin	GetInterpretedSelector
Notify	Class
ProcessCut	Class_Name
ProcessFill	IsA
Process	ShowMembers
SetOption	StreamerNVirtual
SetObject	
SetInputList	